



## AMENDMENT TO THE SPECIFICATION

The two paragraphs beginning at line 13 of page 5 are sought to be rewritten as follows:

As the explosion continues, or as the viewer moves closer to it, its size increases. This effect is produced by scaling the image during the copy. Magnifying the image produces unwanted side effects, however, and the final image may appear blocky and unconvincing. ~~An example of this technique is shown in Figures 1A and 1B. In these figures, the gray area represents the desired image, and the black area represents the key color. Figure 1A shows the original texture, and Figure 1B shows the same image copied and scaled. Note that the unwanted key color area has been removed cleanly, but the staircase effect on the edge is magnified. When a texture has more than one color on the interior of the object, as is usually the case, the interior of the scaled texture will also be blocky and unattractive, since there will be no smooth transition between blocks of different color.~~

The normal way to deal with this is to bilinear-filter the image during the copy so that pixels in the source image are blended with their neighbors to remove the blocky effect. As described above, this procedure blends the color of a given pixel with the colors of that pixel's nearest neighbors, to produce a smoother image overall. This works within the valid parts of the image, but leaves extremely blocky edges. ~~Figures 1C and 1D show an original texture, and same texture after it has been filtered, copied, and scaled, respectively. Note that in this case, the cut out edge is as blocky as the original example, but in addition the edge~~

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~~pixels have the black (key color) background blended with  
the correct color, giving a dark border.~~

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